

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings of claims in the Application.

1. (Currently Amended) A virtual simulator system for neuromuscular training and certification via a communication network, comprising:

a database connectable to the communication network, the database storing data relative to a code of conduct, state-of-the-art, physics law equations, technical code and technique for physical activities requiring training and certification for a user, or training scenarios complying with the code of conduct, state-of-the-art, physics law equations, technical code and technique;

a multimedia device connectable to the communication network, the multimedia device having a stopwatch circuit and an input device for interaction with a user; and

an on-line simulator processor connectable to the communication network, the online simulator processor capable of performing operations comprising:

retrieving data representative of one of the training scenarios from the database in response to a user selection on the multimedia device;

generating test elements, parameters and controls based on the retrieved data;

monitoring online use of the input device by the user;

performing calculations of a simulated environment on time and online in response to the use of the input device by the user and management of the test elements, parameters and controls by the user;

generating real time images on the multimedia device replicating the simulated environment according to the management of the test elements by the user as a function of run-time data provided by the stopwatch circuit; and

recording the test elements in the database.

2. (Original) The virtual simulator system according to claim 1, wherein the operations performed by the on-line simulator processor further comprise:

producing warning signals on the multimedia device depending on actions performed by the user with respect to a variable bracket of successful results determined using the data stored in the database.

3. (Original) The virtual simulator system according to claim 1, wherein the operations performed by the on-line simulator processor further comprise:

recording the real time images in the database; and
processing the real time images to certify code and rule-of-the-art compliance.

4. (Original) The virtual simulator system according to claim 3, wherein the operations performed by the on-line simulator processor further comprise:

analyzing the real time images and the test elements to produce test result data;
comparing the test result data with model result data stored in the database and producing consequent markings of the test result data; and
recording the markings in the database.

5. (Original) The virtual simulator system according to claim 4, wherein the operations performed by the on-line simulator processor further comprise:

building a learning curve according to the markings; and
storing the learning curve in the database.

6. (Original) The virtual simulator system according to claim 1, wherein the operations performed by the on-line simulator processor further comprise:

compiling the real time images and the test elements of successive tests performed by the user into the database in a form of playbacks selectively playable on the multimedia device in response to a user request.

7. (Currently Amended) The virtual simulator system according to claim 1, wherein the database ~~is formed of an~~ comprises:

information system database unit comprising the data relative to a code of conduct, state-of-the-art, physics law equations, technical code and technique for physical activities requiring training and certification for a user, or training scenarios being stored in the information system database unit; and

a virtual database unit comprising, ~~the data relative to a code of conduct, state-of-the-art, physics law equations, technical code and technique for physical activities requiring training and certification for a user, or training scenarios being stored in the information system database unit, the test elements being stored in the virtual database.~~

8. (Original) The virtual simulator system according to claim 1, wherein the multimedia device comprises a user interface displaying the real time images.

9. (Currently Amended) The virtual simulator system according to claim 8, wherein the user interface comprises a process data sheet showing an illustration of an object subjected to ~~the~~ a test, instructions for performing the test, and the test elements and parameters.

10. (Currently Amended) The virtual simulator system according to claim 9, wherein the process data sheet provides ~~the~~ test controls for setting up the simulated environment and configuring ~~the~~ test parameters.

11. (Original) The virtual simulator system according to claim 9, wherein the illustration of the object is taken out from an animation movie stored in the database.

12. (Original) The virtual simulator system according to claim 8, wherein the user interface comprises a first window section displaying the test elements, and a second window section displaying the test parameters and controls.

13. (Previously Presented) The virtual simulator system according to claim 8, wherein the operations adapted to be performed by the on-line simulator processor further comprise:

processing the real time images for destructive and non-destructive examination of the test elements on the multimedia device in response to a user request.

14. (Original) The virtual simulator system according to claim 4, wherein the test elements comprise speed and spatial data.

15. (Previously Presented) The virtual simulator system according to claim 1, wherein the physic law equations fall under mechanical, kinematic, dynamic or thermodynamic laws related to neuromuscular functions.

16. (Currently Amended) The virtual simulator system according to claim 1, wherein the input device comprises a motion capture input device, ~~wherein the management of the test elements, parameters and controls being performed using the computer input device and an associated motion capture input device cursor on a display of the multimedia device.~~

17. (Currently Amended) The virtual simulator system according to claim 16, wherein the management comprises a translation movement of the test elements in response to a motion of ~~the~~a mouse cursor.

18. (Previously Presented) The virtual simulator system according to claim 1, wherein the real time images show a progression of the test elements from substantially all angles.

19. (Original) The virtual simulator system according to claim 1, wherein the test elements, parameters and controls are all user configurable variables.

20. (Previously Presented) The virtual simulator system according to claim 1, wherein the operations adapted to be performed by the on-line simulator processor further comprise:

classifying the management as the physical activities in the database.

21. (Currently Amended) The virtual simulator system according to claim 1, wherein the operations adapted to be performed by the on-line simulator processor further comprise:

managing said one of the training scenarios by inputting ~~the~~ test parameters for said one of the training scenarios, checking the test parameters until conformity with the technical code to produce a valid training scenario, and updating said one of the training scenarios with the valid training scenario.

22. (Previously Presented) The virtual simulator system according to claim 1, wherein the operations adapted to be performed by the on-line simulator processor further comprise:

selectively providing access to the test elements stored in the database as a function of the user.

23. (Currently Amended) A virtual simulator method for neuromuscular training and certification via a communication network, comprising the steps of:

- storing data relative to a code of conduct, state-of-the-art, physics law equations, technical code and technique for physical activities requiring training and certification for a user, or training scenarios in a database connectable to the communication network;
- providing a multimedia device connectable to the communication network, the multimedia device having a stopwatch circuit and an input device for interaction with a user; and
- through an on-line simulator processor connectable to the communication network, performing operations comprising:
 - retrieving data representative of one of the training scenarios from the database in response to a user selection on the multimedia device;
 - generating test elements, parameters and controls based on the retrieved data;
 - monitoring online use of the input device by the user;
 - performing calculations of a simulated environment on time and online in response to the use of the input device by the user and management of the test elements, parameters and controls by the user;
 - generating real time images on the multimedia device replicating the simulated environment according to the management of the test elements by the user as a function of run-time data provided by the stopwatch circuit; and
 - recording the test elements in the database.

24. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:

- managing said one of the training scenarios by inputting the test parameters for said one of the training scenarios, checking the test parameters until conformity with

the technical code to produce a valid training scenario, and updating said one of the training scenarios with the valid training scenario.

25. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:

configuring the database with the on-line simulator processor as a function of the test parameters.

26. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:

producing warning signals on the multimedia device depending on actions performed by the user with respect to a variable bracket of successful results determined using the data stored in the database.

27. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:

recording the real time images in the database; and
processing the real time images to certify code and rule-of-the-art compliance.

28. (Original) The virtual simulator method according to claim 27, wherein the operations further comprise:

analyzing the real time images and the test elements to produce test result data;
comparing the test result data with model result data stored in the database
and
producing consequent markings of the test result data; and
recording the markings in the database.

29. (Original) The virtual simulator method according to claim 28, wherein the operations further comprise:

building a learning curve according to the markings; and
storing the learning curve in the database.

30. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:

compiling the real time images and the test elements of successive tests performed by the user into the database in a form of playbacks selectively playable on the multimedia device in response to a user request.

31. (Currently Amended) The virtual simulator method according to claim 23, wherein the database is formed of an information method database unit; and

a virtual database unit, ~~and~~

wherein the step of storing comprises storing the data relative to a code of conduct, state-of-the-art, physics law equations, technical code and technique for physical activities requiring training and certification for a user, or training scenarios in the information method database unit and storing the test elements in the virtual database.

32. (Original) The virtual simulator method according to claim 23, further comprising the step of displaying the real time images generated by the on-line simulator processor on a user interface of the multimedia device.

33. (Currently Amended) The virtual simulator method according to claim 23, further comprising the steps of displaying a process data sheet on a user interface of the multimedia device, the process data sheet showing an illustration of an object subjected to ~~the~~ a test, instructions for performing the test, and the test elements and test parameters.

34. (Currently Amended) The virtual simulator method according to claim 33, wherein the process data sheet provides the test controls for setting up the simulated environment and configuring the test parameters.

35. (Original) The virtual simulator method according to claim 33, wherein the illustration of the object is taken out from an animation movie stored in the database.

36. (Original) The virtual simulator method according to claim 33, further comprising the steps of:

displaying the test elements in a first window section of the user interface;
and

displaying the test parameters and controls in a second window of the user interface.

37. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:

processing the real time images for destructive and non-destructive examination of the test elements on the multimedia device in response to a user request.

38. (Original) The virtual simulator method according to claim 23, wherein the test elements comprise speed and spatial data.

39. (Previously Presented) The virtual simulator method according to claim 23, further comprising the step of establishing the physic law equations as a function of mechanical, kinematic, dynamic and thermodynamic laws related to neuromuscular functions.

40. (Currently Amended) The virtual simulator method according to claim 23, wherein the input device comprises a motion capture input device, ~~the management of the test elements, parameters and controls being performed using the motion capture input device and an associated motion capture input device cursor on a display of the multimedia device.~~

41. (Currently Amended) The virtual simulator method according to claim 40, wherein the management comprises a translation movement of the test elements in response to a motion of ~~the~~ a mouse cursor.

42. (Original) The virtual simulator method according to claim 23, wherein the real time images show a progression of the test elements from all angles.

43. (Original) The virtual simulator method according to claim 23, wherein the test elements, parameters and controls are all user configurable variables.

44. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:
classifying the management as the physical activities in the database.

45. (Currently Amended) The virtual simulator method according to claim 23, wherein the operations further comprise:
managing said one of the training scenarios by inputting ~~the~~ test parameters for said one of the training scenarios, checking the test parameters until conformity with the technical code to produce a valid training scenario, and updating said one of the training scenarios with the valid training scenario.

46. (Original) The virtual simulator method according to claim 23, wherein the operations further comprise:

selectively providing access to the test elements stored in the database as a function of the user.

47. (Currently Amended) A multimedia device connectable to a virtual simulator system having an on-line simulator processor and a database for neuromuscular training and certification via a communication network, comprising:

- a stopwatch circuit;
- an input device;
- a user interface;
- a port for communication with the on-line simulator processor through the communication network; and
- a processor connected to the stopwatch circuit, the input device, the user interface and the port, the processor comprising units for:
 - transmitting data produced by use of the input device on the user interface to the on-line simulator processor via the port;
 - receiving test elements, parameters and controls and simulated environment data from the on-line simulator processor via the port;
 - monitoring a management of the test elements, parameters and controls by the user as a function of run-time data provided by the stopwatch circuit; and
 - displaying real time images on the user interface replicating a simulated environment using the simulated environment data ~~according to the management by the user.~~

48. (Currently Amended) An apparatus for neuromuscular training and certification on a multimedia device via a communication network, comprising:

- a stopwatch circuit;
- a database connectable to the communication network, the database storing data relative to a code of conduct, state-of-the-art, physics law equations, technical code and technique for physical activities requiring training and certification for a user,

or training scenarios complying with the code of conduct, state-of-the-art, physics law equations, technical code and technique; and

an on-line simulator processor connectable to the communication network,
the on-line simulator processor capable of performing operations comprising:

retrieving data representative of one of the training scenarios from the
database in response to a request received from the multimedia device representing a
user selection;

generating test elements, parameters and controls based on the retrieved
data;

communicating the test elements, parameters and controls to the
multimedia device;

monitoring user activity data received from the multimedia device;

performing calculations of a simulated environment on time and online in
response to the user activity data in relation with the test elements,
parameters

and controls;

transmitting simulation data to the multimedia device causing the
multimedia device to generate real time images replicating the simulated environment
according to the user activity data; and

recording the test elements in the database.

49. (Original) A computer readable memory having recorded thereon
statements and instructions for execution by a computer system to carry out the method
of claim 23.

50. (Currently Amended) A computer-program-product, comprising:
a memory having computer readable code embodied therein, for execution by
an on-line simulator processor, for neuromuscular training and certification via a
communication network, said code comprising:

code for storing data relative to a code of conduct, state-of-the-art, physics law equations, technical code and technique for physical activities requiring training and certification for a user, and training scenarios in a database connected to the communication network; and

code for retrieving data representative of one of the training scenarios from the database in response to a user selection on a multimedia device connected to the communication network;

code for generating test elements, parameters and controls based on the retrieved data;

code for monitoring online use of an input device on the multimedia device by the user;

code for performing calculations of a simulated environment on time and online in response to the use of the input device by the user and management of the test elements, parameters and controls by the user;

code for generating real time images on the multimedia device replicating the simulated environment according to the management of the test elements by the user as a function of run-time data provided by a stopwatch circuit of the multimedia device; and

code for recording the test elements in the database.

51. (Canceled)

52. (Currently Amended) A memory for storing data for access by an application program being executed on a data processing system, comprising:

a data structure stored in the memory, the data structure including information resident in a database used by the application program and including:

code of conduct data;

state-of-the-art data;

physics law equation data;

technical code and technique data for physical activities requiring training and certification for a user; and

training scenarios complying with the code of conduct, state-of-the-art, physics law equations, technical code and technique, ~~to be~~ used by the application program to generate test elements, parameters and controls for neuromuscular training or certification via a communication network,

computer executable instructions for determining certification based on the training scenarios.